

ABSTRACT

Technical Problems

In a conventional race game to compete in time or order using names of
5 existing places and executed in a computer such as a home video game
machine, the background image thereof is an image of a virtual three-
dimensional space using a polygon model, which has a difference when
compared with a live-action background image of an existing place and
therefore lacks reality and a feeling of presence. Also, it lacks speediness and
10 punch as compared with an image from a camera mounted on a racing car in a
race program of television.

Means For Solving the Problems

Live-action videos taken at a real existing place needed from the start
to the end of a game are prepared as a moving picture file. By controlling a
15 reproduction speed of the moving picture file based on an image taking
direction component speed of a player car operated by a game player and an
image taking speed when taken, reality and a feeling of presence are improved,
and by combining plural images immediately before a display image from the
moving picture file, speediness and punch are improved.

20 Selected Figure: FIG. 1